# AMIGA POWER GALLUP CHARTS TOP 30

ELSPA — European Leisure Software Publishers Association Ltd

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

| | | | |
|---|---|---|---|
| 1 | (1) | **CANNON FODDER** | Virgin £29.99 ★★★★★ |
| 2 | (3) | **FRONTIER: ELITE 2** | Gametek £29.99 ★★★ |
| 3 | (6) | **PREMIER MANAGER 2** | Gremlin £25.99 ★★★★ |
| 4 | (NE) | **SKIDMARKS** | Acid Software £25.99 ★★★★ |
| 5 | (4) | **THE SETTLERS** | Blue Byte £34.99 ★★★★★ |
| 6 | (2) | **MORTAL KOMBAT** | Virgin £29.99 ★★★★★ |
| 7 | (5) | **STREETFIGHTER 2** | Kixx £14.99 ★★★ |
| 8 | (8) | **MONKEY ISLAND** | Kixx £16.99 ★★★★ |
| 9 | ((NE) | **JOHN MADDEN FOOTBALL Hit Squad £12.99** | ★★★★★ |
| 10 | (NE) | **EYE OF THE BEHOLDER** | Kixx £16.99 ★★★★ |
| 11 | (10) | **CHAMPIONSHIP MANAGER 93** | Domark £25.99 ★★★★ |
| 12 | (11) | **SENSI-SOCCER 92/93** | Renegade/Mindscape £25.99 ★★★★★ |
| 13 | (NE) | **POLICE QUEST 1 Kixx £16.99** | ★★★ |
| 14 | (9) | **CHAMPIONSHIP MANAGER 94 DATA DISK** | Domark £25.99 ★★★ |
| 15 | (20) | **CHAMPIONSHIP MANAGER ITALIA** | Domark £25.99 ★★★ |
| 16 | (NE) | **WINTER OLYMPICS** | US Gold £32.99 ★★ |
| 17 | (NE) | **ASSASSIN: SPECIAL EDITION** | |
| 18 | | | Team 17 £10.99 ★★★★ |
| 19 | (NE) | **ANOTHER WORLD** | Kixx £14.99 ★★★★ |
| 20 | (7) | **JURASSIC PARK** | Ocean £25.99 ★★★ |
| 21 | (14) | **STRIKER** | GBH £9.99 ★★★ |
| 22 | (13) | **PUTTY** | GBH £9.99 ★★★★★ |
| 23 | (22) | **ALIEN BREED SPECIAL EDITION 92** | Team 17 £10.99 ★★★ |
| 24 | (23) | **SIMON THE SORCERER** | Adventure Soft £34.99 ★★★ |
| 25 | (24) | **GRAHAM TAYLOR SOCCER CHALLENGE** | Buzz £9.99 ★★★★ |
| 26 | (25) | **MICRO MACHINES** | Codemasters £25.99 ★★★★★ |
| 27 | (26) | **ROBOCOP 3** | Hit Squad £12.99 ★★★★ |
| 28 | (NE) | **THE BLUE AND THE GRAY** | Impressions £34.99 ★★★ |
| 29 | (RE) | **POWERMONGER / WW1 DATA DISK** | Hit Squad £14.99 ★★★ |
| 30 | (NE) | **A-TRAIN** | Hit Squad £17.99 ★★★★ |

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

# AMIGA POWER RECOMMENDS

**These are the ones that the AP team adore, the ones that you should get.**

## INNOCENT UNTIL CAUGHT

**(Psygnosis)**

It's always good to welcome a politically incorrect character to the Amiga point-and-click adventure games fold. This time his name is Jack T Ladd, and he's got the inter-galactic Inland Revenue on his case. If this sounds like a good excuse for a cross-planetary romp covering zillions of planets, you'd be right. Rather than just wave the pointer across the screen and waiting for any important object to register, you have to utilise a 'look at' icon. This forces you to think more, and here at AP we think that's a good thing. Generally.

## TORNADO

**(Digital Integration)**

With a manual larger than Stormin' Norman Schwarzkopf's waistline and enough technical detail to make a pedantic chartered accountant gag, Digital Integration's *Tornado* puts the 'def' in definitive. The drawback to all of this detail is a poor frame update on unaccelerated machines. Real flight sim buffs will find that it's got everything and more of what they're looking for. Added to all this low-level flighting is the inclusion of a serial link enabling you to shoot down your friends and lovers when you're in a bad mood. So if serious simulation is your bag, get an A1200, and get flying.

## THE RYDER CUP

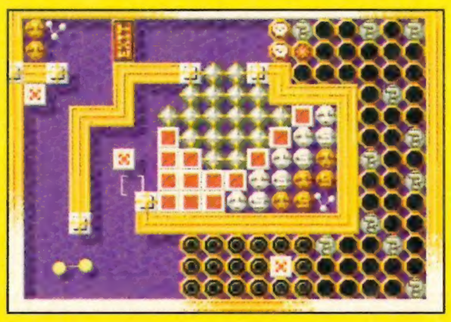
**A1200 Version (Ocean)**

So beautiful that well-known gun fetishist Cam Winstanley nicknamed it '*Ishar 2 – The Golf Game*'. All in all, you get four courses which don't suffer from the usual 'wait till the program draws the new location' drag. Screen update is virtually instantaneous and ubiquitously attractive throughout. Three different control methods and the option to have up to four players compete against each other make this one of the better golf games on the market.

## MEGA MOTION

**(Kompart)**

A novel, hard-to-define puzzler; is it a dextrous puzzley strategy game or just a chain reaction set-'em-up? The answer is up to you, dear reader. However, you do get four levels of difficulty and 100 puzzles for your ten quid. Basically, you have to manipulate a 'thing' to the exit on each stage. Far easier said than done. There's only one way to do some of the puzzles, so you probably won't be going back to a puzzle once completed. But hey, it's going to take you quite a while to complete this game and at 10p a puzzle, you can hardly complain, can you?



## LAMBORGHINI AMERICAN CHALLENGE

**(Titus)**

We're not going to shut up about this until you actually go out and buy it, you know.